Aaron’s Contributions to Boxed In

By: Aaron J. Ratcliffe

This has been a long and complex project that all five of us dedicated a large amount of time to and I am both proud and disappointed with the results. I was designated the level designer and so I started by creating the objects we would need and finding place holder images on the internet until Shannon finished creating the beautiful sprites that we have now.

After I had all of the objects that the levels needed to function I began the long process of creating the rooms and devising the puzzles with the boxes, enemies, and the ghosts. I created these based on how we had envisioned the enemies and boxes would behave. Neither behaved how we thought they would but Samuel Ansin worked tirelessly to create viable work arounds for the box movement and did a spectacular job with both the wraith and solders AI and interactions. After the first phase of me crating the four tutorial levels that is out current game was finished in the design stages I took the glorious sprites the Shannon Butler created for us and switched out the place holders only to discover that the sizes were different and the once perfect maze and puzzles had ben throne into complete disarray.

This lead to a lengthy redesign of all the levels to fit the new sprite size. After which I discovered that the player had a glitch of appearing in walls if he released a box too close to one. This bug required me to physically modify the sprites by adjusting the large number of player with box sprites to be larger and to put a single pixel of color at the far back in order for coalition to detect when the edge of the transparent section of the sprite collided with a wall. Now all was working but we still had not implemented the lighting or sounds yet. Both of these mechanics were quickly implemented by Brian Hamilton.

We have come to play testing where we found the maze was slightly too small for the character and he became stuck on side passages very easily. I have modified the characters sprite and altered the puzzles to fix this problem. This brings us to where we are now with a mostly finished product. Daniel Pendleton wrote all of the papers and set up the presentations and the formatting for the submissions of all sections. I have very proud of the large quantity of hard work we all put into this game and that we were able to deliver something close to what we were aiming for at the start. However I am also disappointed that we were not able to get as much done as I had hoped we could, that I was only able to create what is essentially the tutorial.

Point Distribution

Daniel Pendleton: 13 – Only engaged in clerical work and contributed to the actual game only in the beginning concept stage.

Aaron Ratcliffe: 22 – created the levels and work on making the background mechanics work together without crashing.

Samuel Ansin: 26 - went above and beyond working continuously on AI and background object mechanics.

Shannon Butler: 22 – Created amazing sprites for the game at an astonishing pace.

Brian Hamilton: 17 – Created the lighting mechanic and recorded the sounds but did not communicate with group on what was needed well.